

The Shattered Isles Update

Dev Blogs

[State of Dauntless: The Road Ahead](#)

[The Shattered Isles Dev Blog: The Return of Pursuits | Dauntless](#)

[The Shattered Isles Dev Blog: The Hunt | Dauntless](#)

[The Shattered Isles Dev Blog: The World of the Shattered Isles | Dauntless](#)

[The Shattered Isles Dev Blog: All About Weapons and Weapon Swap | Dauntless](#)

[The Shattered Isles Dev Blog: Weapon and Gear Progression | Dauntless](#)

[The Shattered Isles Dev Blog: Behemoths | Dauntless](#)

[The Shattered Isles Dev Blog: Slayers' Identity | Dauntless](#)

Overview

What will be added/changed?

- A new progression system
 - Deeper, permanent individual weapon progression
 - Removal of reforging, and adding long-term 60 level, 25 talent progression to all weapons
 - Combat upgrades
 - Ability to equip more than one weapon at a time
 - Unique weapons with individual identities
 - More flexible combat options
 - Clearer combat systems and ability effects
 - More responsive interactions between Slayers and Behemoths
 - Removal of neutral weapons and lanterns
- Improved behemoth behavior and encounters
 - More dynamic islands
 - New Behemoth behaviors – including the ability to attack and destroy environments
 - New hunt experience – combining the clarity of old Pursuit hunts and the dynamic appeal of open worlds
 - Encounters that test your mastery of game mechanics
 - Fine-tuned difficulty across all game modes
- Enhanced core gameplay and system upgrades

- Key bug fixes
- Balance
- Improved clarity and visual style
- Improved main story and side quests
- Improved tutorial systems
- Improved UI, new activities, and more meaningful rewards for events
- Cell economy changes
- Pets!!!



From Jordanpowpow on Discord

“Dauntless has veered more and more over time to a more arcade-y experience. As in, quick fight, rapidly starting the next one, in and out pretty easily. Vision forward – speed is fine, being able to easily jump in is good, but I want 2 things in the long term. More call and response, more direct interaction (think booping, knocking over skarn) that goes both ways (think behemoth reacting to player action as well). And second, I want more specificity. Less cutting tails off with hammers or interrupting easily with every weapon. There are good reasons we've leaned into that over the years, and there are some necessary steps to make leaning away from that feel good. But stuff is cookin'!”

When is it coming?

Summer 2024, with the actual release date TBA, but likely July or August

When did development start?

Approximately August 2023, with some older concepts being worked on for over a year before that date.

Weapons

Weapon Swap

A new mechanic where players may equip a **second weapon**. There are **three** ways of performing a weapon swap.

1. While a weapon is **sheathed**, press the **Weapon Swap** button to switch between your two weapons instantly. This is the simplest, cost-free way to perform a weapon swap.
2. While a weapon is **unsheathed**, press the **Weapon Swap** button to switch between your two weapons. This automatically performs the light attack of your other weapon as you switch into it. There is a small stamina cost for this, but it can lead into weapon combos (that normally start with a light attack) for the swapped weapon.
3. While a weapon is **unsheathed**, perform a combo that can lead into a weapon swap, known as a **Cross Combo**. New combo routes have been added to weapons that can lead to a Cross Combo. Cross Combos inflict significant damage and provide a large burst of specialized damage for the weapon you swap into. For instance, a Cross Combo from a sword to a hammer will deal significant core and stun damage. A Cross Combo from chain blades to a pike will deal massive damage and a large amount of wound damage.

Examples

- [Early demo of weapon swapping](#)
- [Silver Sword: Light, Heavy, Light, Weapon Swap](#)
- [Rime Rimmed Chain Blades: Light, Light, Heavy, Weapon Swap](#)

- [Heart of the Volcano Axe: End any combo on Light, Light, which can go either into the chop or to Weapon Swap](#)

(Above weapon names are subject to change)

Dev Footage

- [Strikers swap combo animation](#)
- [Hammer-Sword Combo](#)
- [Striker-Hammer Training Grounds](#)
- [Hunger-Godhand Training Grounds](#)

Loadout changes

- With the removal of lanterns and legendary weapons, their abilities will be worked into weapons

Confirmed returning weapons (With Abilities)

The Silver Sword

- **Element:** Frost
- **Special:** Silver Wind (Spin, dealing damage to nearby enemies, reactivate for a final slash)
- **Passive:** Warden's Protection (shields you generate are stronger)
- **Active:** Frozen Shrine (create a broad patch of ice that deals continuous damage) (Pangar lantern ability)

The Hunger

- **Element:** Umbral
- **Special:** Feast Mode (lose health over time and gain lifesteal on all attacks)
- **Passive:** Verge of Night (gain 2 Might at low health)
- **Active:** Portal Dive (teleport into the air, then crash downward) (Thrax legendary ability)

While we aren't quite ready to give away all of the exciting new weapon abilities for The Shattered Isles, we do love speculation. Here's a list of all 21 planned weapons for launch, and a small bonus.

Gameplay of The Hunger

Combos

Name	Input	Description and Effects
Quad Cross	L - L - L - L	Four fast attacks that grants a small amount of meter and 1 pip of Valour.
Rising Elements	H - H - H	Three slower and heavier attacks, generating a larger amount of meter, and 2 pips of Valour.
Repeating Elements	H - H - L(repeating)	Continuous rapid horizontal sword slashes. Each L slash after the first consumes 1 pip of Valour.
Triple Elements	L - L - L - H - H	High damage combo that builds great meter but grants no Valour.
Continuous Elements	L - L - L - H - H - H(repeating)	Add additional rotating vertical hits to Triple Elements. Each additional hit after the Triple Elements combo consumes 3 pips of Valour.
Advancing Elements	H - H - H - Swap	Ends with the 'weapon swap' button to change to your second weapon.

Rough and Tumble

- **Element:** Radiant
- **Special:** Captain's Grip Launches a collectable buff that grants SPEED when picked up, or to all allies when empowered.
- **Passive:** Shotgun Fires slower than other repeaters, and at a shorter range, but shots spray out many projectiles instead of one. After each shot, you have 1 held MIGHT for every Behemoth part caught in the blast beyond the first one.
- **Active:** Elemental Shells (Fully reload the shotguns with Elemental Shells, counter to the element of the nearest Behemoth.)

New and Returning Weapons

- Thundersoul
- The Godhand

- Firestorm
- The Living Branch
- Molten Edict
- The Anvil
- Skies of Ostia
- Golden Claws
 - [Auto-Interrupt ability](#)
- Junkbolt
- Oathkeepers
- Reaper's Edge
- Fury of the Mountain
- Eternal Winter
- Twin Suns
- Corrupted Moons
- Helio & Eon
- Bane & Balm
- Netherlight
- To & Fro
- Phoenix Wing (Possibly post-launch)

Post-Launch weapons

1. Axe
2. Bow

[Bow attacks concept](#)

Unknown Weapons

- [Scythe axe](#)

Bufs

[The Shattered Isles Dev Blog: All About Bufs | Dauntless](#)

New Buff system

- **MIGHT:** Attack damage changes (+10% damage, -5% damage)
- **CRITICAL:** Critical hit chance and damage changes (+10% Chance and +5% Damage, -5% anti-crit chance)
- **SPEED:** Movement and attack speed changes ($\pm 2.5\%$ move speed and $\pm 5\%$ attack speed)
- **VITALITY:** HP changes (+100 max, -50 max)
- **DEFENSE:** Damage reduction or increased damage taken changes ($\pm 5\%$ damage resistance)
- **ENDURANCE:** Stamina changes (+10 max and regen rate increase, -5 max)

Subject to change

The World and Hunting









Hunting Grounds

- Hunting Grounds are staying
- 16 Islands to choose from
- New difficulty settings for Hunting Grounds
 - Standard
 - Aether-Surged: More difficult encounters with better rewards
- Events will happen at consistent, real world times, and many will happen island-wide

Pursuits/Legend Hunts

- Pursuits are returning as legend hunts
- Players will hunt specific, powerful, unique behemoths with their own names, lore, and (possibly) movesets

Known Legends

		
Pandoro, The Cataclysm	Oberut, The Ruinback	Doomwake, The Charred Tyrant
		
Bayan, The Shadow Hunter (Sahvyt)	Stellarawn, The Sky Siren (Alyra)	Kagu, the Black Flame (Charrog)
		Roc, The Roost Mother (Shrike)
Striga, The Thorn Queen (Kharabak)	Zagada, The Silver Tongue (Nayzaga)	
Kaltauga, The Scorge of Vylmark (Skraev)	Itzl-Acoli, The Trickster (Pangar)	

World Map

- There is a new world map divided into six regions with four islands each
 - The Monstrous Verge
 - Skaldeskar Lowlands

- Stormwall
- Ostian Borderlands
- The Reach
- The Crystal Sorrow
- Islands will have a defense score, which shows a score of activity on that island in the season for your current guild.
 - There will likely be a leaderboard of scores of the season
 - The highest scoring guild become the leaders of that island in the following season.

New Creatures

Joining the Gruk-Gruks, Snails, Flying boreus babies, and Styxians, are the **orquids (left)**, **vespers (middle)**, and **chaoxes (right)**.

- **Orquids** have sharp appendages and the ability to launch elemental projectiles. They are stealthy creatures that will ambush any unwitting creature or Slayer. They hide in the ground, and appear as collectibles.
- **Vespers** are extremely territorial flying insects that hatch from nests. They have **poisonous stingers and will defend their nests with their lives.**
- **Chaoxes** are a new type of theropod. They are highly intelligent, hunt in packs, and their mixed subspecies specialize in different forms of attacks.

They will have more powerful attacks, encounters of their own, and diverse movesets



Player and Progression

- Loadouts and Personalities have been combined
- Revamped main questline that introduces characters, mechanics, upgrades, and areas in a logical manner
 - New content will be added to the end of the main questline to progress dauntless's story beyond the launch of "The Shattered Isles"
- The Slayer's path will be the home of most upgrades
 - Some upgrades will be linked to mastery objectives
- Some mastery objectives will award cosmetic items and/or loadout slots

Talents

Every weapon will have specific upgrades and abilities that can be unlocked and equipped as you level up. Every weapon has 25 talents Row 1 and 2 affect its primary and secondary buffs, Row 3 affects its weapon special, 4 affects the weapon passive, and row 5 affects the active. This is an example of the silver sword's talents.

TALENT TYPE	OPTION 1	OPTION 2	OPTION 3	OPTION 4	OPTION 5
Defensive Posture	+1 Defense	+10s Defense Duration	+1 Defense	+10s Defense Duration	+1 Defense
Silver Wind	+30% Move Speed during Silver Wind	Activate: generate shields for self and allies	-20% damage taken during Silver Wind	Increase the exit hit's damage by an amount equal to remaining special meter	+20% Silver Wind damage
Strength Stance	+1 Might	+10s Might Duration	+1 Might	+10s Might Duration	+1 Might
Warden's Protection	+10% Self Shield Strength	Self Shields grant +1 Might	Shields you grant to allies get the same bonuses as shields you grant to yourself	Self Shields grant +1 Endurance	+10% Self Shield Strength
Frozen Shine	Frozen Shine also deals stagger damage	Frozen Shrine area also grants shields to allies	Frozen Shrine area also grants +2 Speed to allies	+30% Frozen Shrine Radius	+5s Frozen Shrine Duration

Talents are unlocked by leveling up, but need to be crafted.



Behemoths

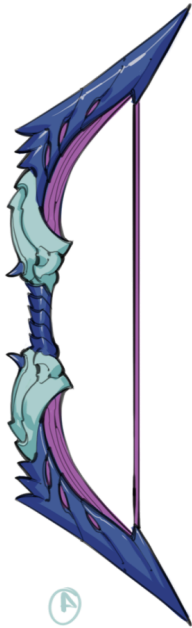
Karkonos aka Codename: Crudge

- "Karkonos" is its new name
- Mad at the orrery miners
- Heavy and crab-like

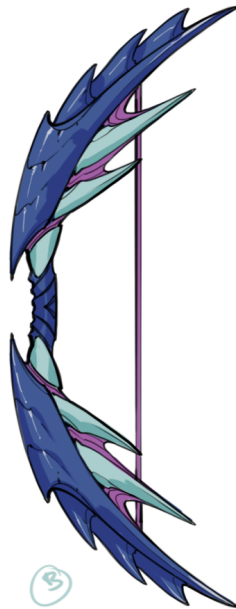


[Gameplay](#) [ranged attack](#)

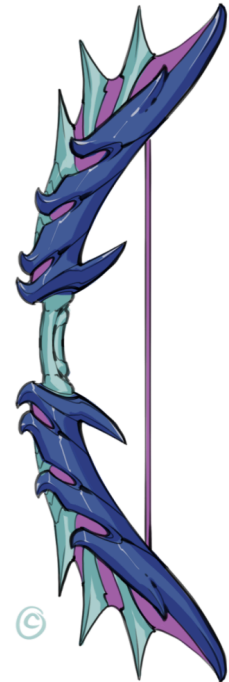
Concept Art/Other



A



B



C

